AVALANCHE

ENTERTAINMENT

Absorb falling rocks with your shields

CONSUMER-WRITTEN PROGRAMS FOR

ATARI®

HOME COMPUTERS

APX

ATARI Program Exchange

Printed in U.S.A.

AVALANCHE™

by

Dennis Koble

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Introduction

Overview

Avalanche™ is a paddle game of speed and dexterity for one or two players. An avalanche of rocks is poised overhead, ready to pummel you. The object is to score as many points as possible by absorbing the falling rocks with a series of shields before the rocks hit the ground. You maneuver your shields back and forth across the screen by turning the knob of your Paddle Controller. Your chosen bonus level determines the number of misses you're allowed and the number of points you must obtain to earn an extra turn. Compete against your own best score or against another player.

Required accessories

A pair of ATARI Paddle Controllers

- Cassette version

  16K RAM
  ATARI 410 Program Recorder

- Diskette version

  16K RAM
  ATARI 810 Disk Drive

Loading *Avalanche* into computer memory

1. Remove any program cartridge from the cartridge slot of your computer.

2. Plug the Paddle Controller into the first controller jack of your computer.

3. *If you have the cassette version of Avalanche:*

   a. Have your computer turned OFF.

   b. Insert the *Avalanche* cassette in the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY to prepare the program recorder for loading the program.

   c. Turn on the computer while holding down the START key.

   d. When you hear a beep, release the START key and press the RETURN key. Turn on your TV set. The game will load into computer memory and start.

   e. TURN OFF your program recorder by pressing STOP after the game has loaded into computer memory.

   If you have the diskette version of Avalanche:

   a. Have your computer turned OFF.

   b. Turn on your disk drive.

   c. When the busy light goes out, open the disk drive door and insert the *Avalanche* diskette with the label in the lower right-hand corner nearest to you. Close the door.

   d. Turn on your computer and TV set. The Disk Operating System (DOS) will automatically load into computer memory and the DOS menu will display.

   e. Select option L (for Binary Load) from the DOS menu.

   f. In response to the prompt "LOAD FROM WHAT FILE?", type AVAL and press the RETURN key. The game now loads into computer memory.

The first display screen

You'll see a screen displaying scoring information at the top; a four-layer avalanche; the text "AVALANCHE, (c) ATARI 1980, BONUS PLAY FOR 300" and four shields moving across the surface and absorbing falling rocks.

OPTION — bonus level

Before starting to play, choose a bonus level to determine the number of misses you're allowed and the number of points you must accumulate to earn an extra turn. Press the OPTION key until the bonus level you want displays. Your choices are:

BONUS PLAY FOR 300 — 3 misses;
1 extra turn for scoring 300 points or more

BONUS PLAY FOR 500 — 4 misses;
1 extra turn for scoring 500 points or more

BONUS PLAY for 700 — 5 misses;
1 extra turn for scoring 700 points or more

BONUS PLAY FOR 900 — 6 misses;
1 extra turn for scoring 900 points or more

SELECT — number of players

Press the SELECT key to choose a one- or two-player game. A "#1" displays in the scoring area at the top of the screen when you select a one-player game. A "#1" and "#2" display at the top when you choose a two-player game. Players alternate turns.

START — beginning the game

After you've chosen your bonus level and number of players, press the START key to begin playing. The avalanche will start falling in about ten seconds, or you can press the red button on your paddle to start sooner.

Playing Avalanche

By turning your paddle knob, maneuver your six shields to absorb the rocks before they hit the ground. Each rock that gets by you counts as a miss (that is, a turn). As you absorb the rocks, your shields wear away—each one decreases in size and then disappears altogether, until you have only one small shield. At the same time, the rocks fall faster as you progress through the layers to the smaller rocks. If you're dexterous enough to absorb the entire mass, you face successive avalanches, but you start each new round with fewer shields.

Scoring

The first line of the scoring display at the top of the screen shows the number of misses for the current player and the highest game score during this game session at the selected bonus level. The program keeps track of the best score for each bonus level, and it displays the appropriate best score as you select different bonus levels.

Each player's current score displays in the second line. You earn one point per rock in the first layer, two points per rock in the second layer, and so on, up to six points per rock in the sixth layer. The same scoring applies to each avalanche you work your way through.

Restarting and replaying the game

You can interrupt the game at any time and restart it by pressing the START key, selecting your bonus level and number of players, and pressing the START key again.

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Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to know whether our instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

   _____ Easy to use
   _____ User-oriented (e.g., menus, prompts, clear language)
   _____ Enjoyable
   _____ Self-instructive
   _____ Use (non-game programs)
   _____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the program or user instructions:

From

STAMP

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[seal here]

AVALANCHE

by Dennis Koble

- **Catch the rocks as they fall**
- **Arcade-style action and excitement**
- **Great for parties**

Avalanche is a fast-moving challenge to your manual dexterity. Six colored layers of graduated rocks are poised overhead. You score points by absorbing the falling rocks with a stack of rectanguler shields you move back and forth with your joystick controller. The impact of the rocks gradually wears away the number and size of your shields, but the rocks keep coming, smaller and faster. If you manage to ward off all the rocks, you face yet another avalanche, but with fewer shields!

Compete against your own best score or pit your skill against an opponent. Four bonus levels challenge your ever-increasing skill.

Requires:

- ATARI Paddle Controllers

Cassette
(APX-10003)

- ATARI 410™ Program Recorder
- 16K RAM

Diskette
(APX-20003)

- ATARI 810™ Disk Drive
- 16K RAM

About the author

DENNIS KOBLE

Dennis Koble, the fourth programmer ever to be hired by Atari, recalls the early days of designing video games. The staff came up with a game called "Catch", featuring cute little eggs dropping into baskets. Testing the game showed it was a failure. But when they changed the eggs into rocks, and added excitement and danger to the same format, "Catch" became *Avalanche*, and a popular arcade game was born. After designing many similar games for the Coin-Op division of Atari, Dennis turned his attention to adapting *Avalanche* to the home computer, and it has been one of APX's most popular games. Dennis has learned that brainstorming ideas for games is easy; the hard part is executing them. Graphics must be precise, and controls must work accurately. For every success, you can expect ten failures, he warns. Dennis is now vice-president of a software company in Los Gatos, California.

Cassette: version 1 Diskette: version 1
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